13. The system of claim 10, further comprising a geolocation device coupled to the processor.

14. The system of claim 10, wherein the system is a computer game system.

15. The system of claim 14, wherein the one or more statistics associated with the user include a number of computer game trophies earned.

16. The system of claim 14, wherein the one or more statistics associated with the user include a number of levels completed by the user for a particular game title.

17. The system of claim 14, wherein the one or more statistics associated with the user include a high score earned by the user for a particular game title.

18. The system of claim 10, wherein the hierarchical spatial data structure is a geodesic grid, a quad tree, or an R-tree.

19. A computer program product comprising:

a non-transitory, computer-readable storage medium having computer readable program code embodied in said medium for implementing a location-based leaderboard, said computer program product having:

a) associating a location of a user of the computer system in a virtual world to a smallest sub-region of the virtual world with the computer system, wherein the virtual world is partitioned into a set of regions and sub-regions using a hierarchical spatial data structure, wherein the regions and sub-regions are arranged according to a hierarchy, each sub-region being encompassed by a higher-level sub-region or region, and two or more highest-level sub-regions being encompassed by a region created by the hierarchical spatial data structure;

b) obtaining a rank of the user within a region or sub-region encompassing the smallest sub-region to which the user's location was assigned, wherein the rank is determined using one or more statistics associated with the user, wherein the size of the sub-regions or regions created by the hierarchical spatial data structure are established based on population density for the region or sub-region, and wherein a region or sub-region is subdivided if the population density of the region or subregion is above a threshold.

20. The method of claim 1, wherein the hierarchical spatial data structure is a geodesic grid.

21. The system of claim 10, wherein the hierarchical spatial data structure is a geodesic grid.

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